Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An input device which outputs a signal by applying a beating input to an annularly-formed input area,

wherein the input area includes a plurality of input sensors located annularly and branched from a conductive section which transmits a signal as a first transmission path, the conductive section being connected to at least one bypass member which is a second transmission path so that a plurality of paths for transmitting a signal from the input sensors are provided for the input device.

2. (Canceled)

3. (Original) An input device having a planar-shaped first input area in a predetermined region and a second input area annularly formed around a periphery of the first input area, the input device outputting different signals when beating inputs are applied to the first and second input areas, respectively,

wherein the first input area includes a sheet-like first input sensor which is disposed over the almost entire surface of the first input area, the first input sensor being divided into a plurality of sections, and

wherein the second input area includes a plurality of second input sensors branched from a conductive section which transmits a signal as a first transmission path, the conductive section being connected to at least one bypass member which is a second transmission path so that a plurality of paths for transmitting a signal from the second input sensors are provided for the input device.

4. (Canceled)

5. (Original) The input device according to claim 3,

wherein when a boundary portion between the divided sections is beaten, it is determined that the beating input is applied to any one of the sections.

6. (Canceled)

7. (Original) The input device according to claim 3,

wherein the sheet-like first input sensor in the first input area is divided into two sections consisting of left-side and right-side sections, the input device having means for positioning the two sections at corresponding left-side and right-side locations.

8. (Original) A game machine for playing a percussion-instrument music game, the game machine including an input device according to claim 1.

9. (Canceled)

10. (Original) A game machine for playing a percussion-instrument music game, the game machine including an input device according to claim 3.

11. (Canceled)

12. (Original) A game machine for playing a percussion-instrument music game, the game machine including an input device according to claim 5.

13. (Canceled)

14. (Original) A game machine for playing a percussion-instrument music game, the game machine including an input device according to claim 7.

15. (Original) A simulated percussion instrument for performing a simulated percussion play, the simulated percussion instrument including an input device according to claim 1.

16. (Canceled)

17. (Original) A simulated percussion instrument for performing a simulated percussion play, the simulated percussion instrument including an input device according to claim 3.

18. (Canceled)

19. (Original) A simulated percussion instrument for performing a simulated percussion play, the simulated percussion instrument including an input device according to claim 5.

20. (Canceled)

21. (Original) A simulated percussion instrument for performing a simulated percussion play, the simulated percussion instrument including an input device according to claim 7.

22. (Currently Amended) A computer-usable program embodied on an information storage medium for playing a music game with a percussion instrument,

wherein the game starts when an initially inputted beating operation signal is received by the percussion instrument as a start signal in a start acceptance state prior to starting the game, the beating operation signal being detected by a plurality of sensors located in the percussion instrument.